

**IN THE CLAIMS:**

**Please amend** claims 1-13, **and add** new claims 14-17, as shown in the complete list of claims that is presented below.

1. (currently amended) A computer game combined with a progressive language learning system, which is activated in a playing platform and comprises:

a playing ~~module, used to provide~~ module that provides a playing process according to a predetermined playing mode, and receives ~~[[a]]~~ operation control commands from a user to execute the playing process, ~~further~~ comprising:

a playing element ~~database, used to store~~ database that stores playing elements needed by said playing process of said playing mode; and

a playing operating ~~unit, used to receive~~ unit that receives said operation control ~~[[to]]~~ commands for the playing ~~process, process and~~ then retrieves at least one playing element from said playing element database to ~~produce~~ produce said corresponding playing ~~process, process;~~ and ~~receives said operating control to the playing process;~~

~~[[an]]~~ a user control interface, ~~used to provide~~ interface that provides said operation control ~~[[to]]~~ commands for the playing process and a learning process;

a event triggering module, requesting a corresponding learning process according to a triggered event produced during the playing process; and

a learning ~~module, used to provide~~ module that provides the learning process according to a predetermined learning mode and receives the operation control commands to execute said learning process, ~~further~~ comprising:

a language element ~~database, used to store needed~~ database that stores language elements needed by said learning process of said learning mode;

a learning executing unit, ~~according~~ responsive to said triggered event, ~~retrieving that retrieves~~ at least one language element to produce said corresponding learning process and ~~receiving~~ receives said operation control commands for ~~[[to]]~~ said learning process; and

a learning adjustment ~~unit, used to adjust~~ unit that adjusts said playing mode and said learning mode according to a learning and evaluation record.

2. (currently amended) The computer game combined with a progressive language learning system of claim 1, wherein said user control interface is further ~~comprises~~ procedure employed for providing said playing mode and said learning mode.

3. (currently amended) The computer game combined with a progressive language learning system of claim 1, wherein said triggered events ~~comprises of~~ include two types, active triggered events and passive triggered events.

4. (currently amended) The computer game combined with a progressive language learning system of claim 1, wherein said learning adjustment unit is further ~~comprises~~ procedure employed for executing learning recording and evaluating during said learning process.

5. (currently amended) The computer game combined with a progressive language learning system of claim 4, wherein said learning adjustment unit is further ~~comprises~~ procedure employed for storing said learning record when said playing process and said learning process are terminated.

6. (currently amended) The computer game combined with a progressive language learning system of claim 1, wherein said learning mode is one selected from the group consisting of ~~alphabets,~~ letters, words, phrases, sentences and articles.

7. (currently amended) The computer game combined with a progressive language learning system of claim 6, wherein said learning mode has a language element that is one selected from the group consisting of text, sound and images. [[image.]]

8. (currently amended) A progressive language learning method combined with a computer game, ~~combined progressive language learning method~~, which is activated in a playing platform and comprises the steps of:

activating ~~a~~ game and ~~determine~~ determining a playing mode and a learning mode;

executing game initialization and starting a playing ~~progress~~ process; ~~according to said playing module~~;

activating said learning mode and executing a corresponding learning ~~progress~~ process ~~[[as]]~~ when a triggered event ~~[[occur,;]]~~ occurs;

recording and evaluating learning records in said learning process, and ~~[[store]]~~ storing the learning records; and

adjusting said learning mode and said playing mode instantaneously according to said learning records.

9. (currently amended) The ~~computer game combined~~ progressive language learning method combined with a computer game of claim 8, wherein said learning mode is one selected from the group consisting of ~~alphabets~~, letters, words, phrases, sentences and articles.

10. (currently amended) The ~~computer game combined~~ progressive language learning method combined with a computer game of claim 9, wherein said learning ~~[[mode's]]~~ mode has a language element that is one selected from the group consisting of text, sound and ~~image~~: images.

11. (currently amended) The ~~computer game combined~~ progressive language learning method combined with a computer game of claim 8, wherein said triggered events include ~~comprises of~~ two types, active triggered events and passive triggered events.

12. (currently amended) The ~~computer game combined~~ progressive language learning method combined with a computer game of claim 8, wherein said method further comprises the step of storing said learning ~~record~~ records when the playing process and learning process are terminated.

13. (currently amended) The ~~computer game combined~~ progressive language learning method combined with a computer game of claim 8, wherein said method further comprises [[a]] the step of using a user control interface for providing operation control commands said playing mode and said learning mode.

14. (new) The computer game combined with a progressive language learning system of claim 1, wherein the event triggering module produces triggered events randomly and also produces triggered events in response to events that occur during the playing mode as a result of the operation control commands from the user.

15. (new) The computer game combined with a progressive language learning system of claim 1, wherein the user control interface comprises a plurality of manually operable keys.

16. (new) The progressive language learning system of claim 8, further comprising the step of producing triggered events randomly and the step of producing triggered events in response to events that occur during the playing mode as a result of operation control commands from a user.

17. (new) A computer-readable medium storing the progressive language learning method combined with a computer game of claim 8.